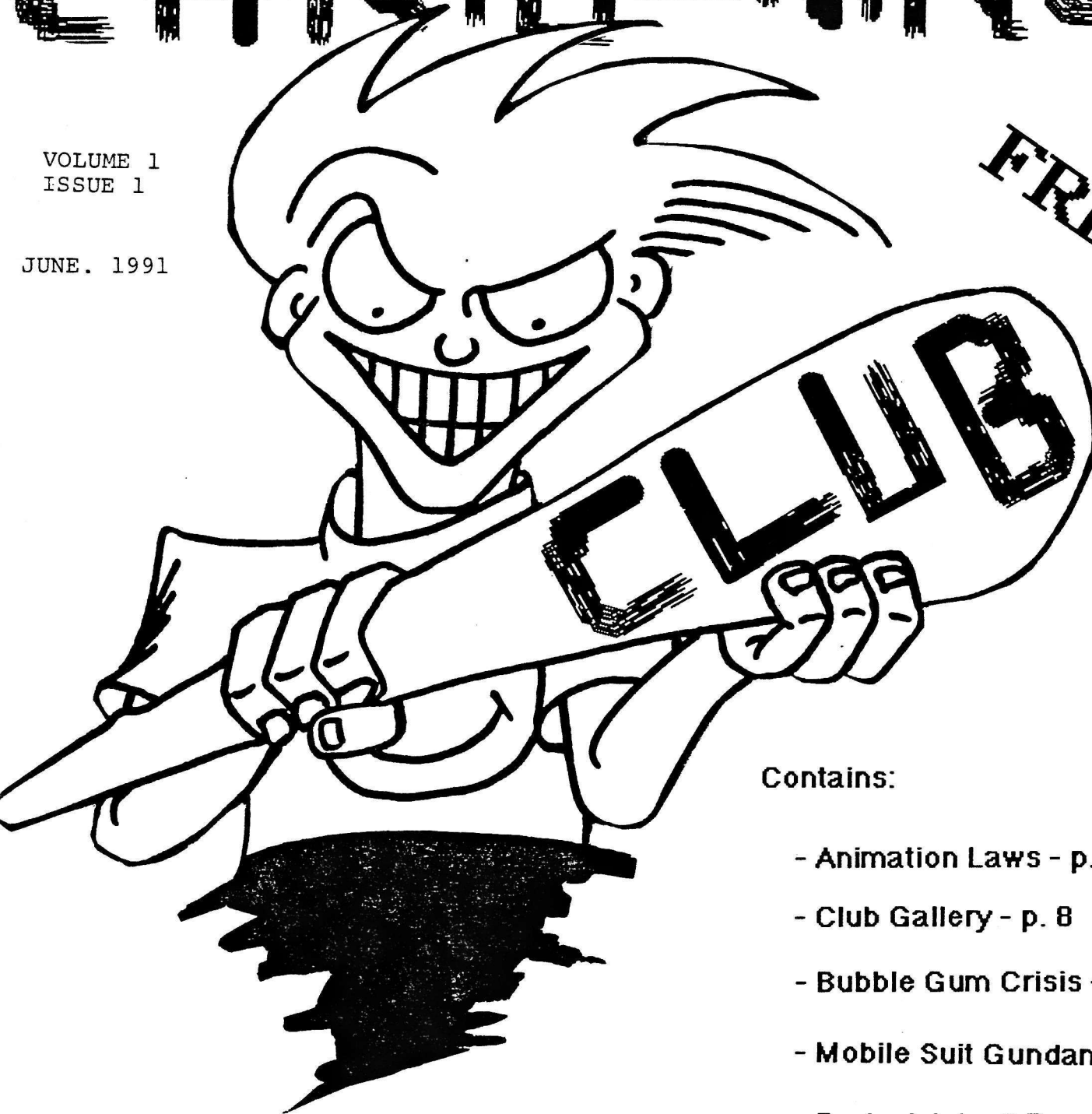


ANIMATION + CARTOONING

VOLUME 1
ISSUE 1

JUNE. 1991

FREE



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In The Beginning

For all those who said "Oh, I didn't know there was an animation club on campus".. or.. "Oooh.. I never heard of this club before... Heh.. Heh..!!" We say, yes, we **do** exist. The reason you haven't heard of us is because we are highly classified,and things like that.....

Now some info on the club (since we get asked zillions of questions) : Lets see....., it officially started in April, 1990, and we just celebrated our anniversary , so if you weren't at the party, then you missed all the fun (plus the food and videos). We have around 20 people in our group . The range of artistic ability is from those who can't draw to those who draw or do some animation professionally. Then, of course, there are those of us who want to come watch videos, and those who draw for the Gateway, and those who want to have fun,blah blah,.... blah blah,..blah blah..

We have been meeting every 2 weeks (2nd Monday & 4th Wednesday); to watch videos, discuss what came out or what will come out, listen to presentations, go to animation festivals (at the Princess), doing this newsletter-lately-, and stuff like that, .. . We will be meeting this summer, So if you want to drop by, just phone either me or Ben, for exact time and place. There is talk of doing a simple basic animation short.

The club would like to thank Prof. P. Darrah at the Department of Art and Design (UofA) for his generous help and advice, and the books and equipment he lent us. We would also like to thank Mr. Michael Hall for providing us with ample space in the Slan Shack Bulletin Board to publish this newsletter.

We would welcome any comments on our first newsletter, or any questions you might have, so please feel free to write to us at our address.

Thank you.

The Editor

The Animation & Cartooning Club

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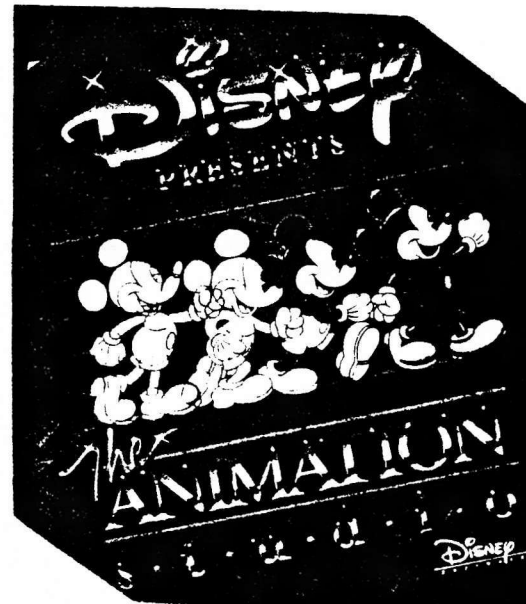
The LAWS of Animated Cartoons

Victor Chan

1. Any body suspended in space will remain suspended in space until made aware of its situation.
2. Any body in motion will tend to remain in motion until solid matter intervenes suddenly.
3. A body passing through solid matter will leave a perforation conforming to its perimeter.
4. The time required for object to fall 20 stories is greater than or equal to the time it takes for whoever knocked it off the ledge to spiral down 20 flights to attempt to capture it unbroken.

5. All principles of gravity are negated by fear.
6. As speed increases, objects can be in several places at once.
7. Certain bodies can pass through a solid wall painted to resemble tunnel entrances; others cannot.
8. Necessity plus Will provokes spontaneous generation.
9. Any violent rearrangement of feline matter is impermanent.
10. For every vengeance, there is an equal and opposite revengeance.

LATEST FROM DISNEY



FOR
AMIGA

CHECK
IT
OUT

COMING
TO
IBM
COMPAT.
SOON

Adapted from the book, Elementary
Education, by Mark O'Donnell. c 1980

Mobile Suit Gundam

By Vlad G. Pohnert

Japanese animation, referred to as Japanimation, has been around since the sixties. But most SF related animation from Japan centered around a "Superman" type individual or group of individuals. Over the last few decades, Japanimation has developed into a gigantic industry in Japan, and now growing extremely popular in North America. As in all forms of entertainment, there is always something that stands above the crowd. Japanimation is no exception, there have been classical and legendary features that have spawned a giant following and made Billions of dollars in merchandising. One of these features is Mobile Suit Gundam. Back in 1979, a new television show produced by Nippon Sunrise appeared on the airwaves in Japan. The show was called Mobile Suit Gundam, and was so successful, that it grew into an industry. Since then an additional two TV series have been done centering around the Gundam universe, as well as four movies, and a large number of OVA (Original Video Animation) series.

What made Mobile Suit Gundam so unique was that it tried to be as realistic as possible. Instead of the main characters being "Supermen" using a new futuristic device or mechanized robot to fight crime, Mobile Suit Gundam treated the characters as ordinary human beings who were caught up in a devastating war between Earth and its' space colonies. The main emphasis was on character development and portrayal rather than the large robot fighting machines that were used in the series. Many of the characters have become as legendary in Japan as Kirk, Spock and company have in North America.

Z GUNDAM



Presented below, is a brief history of Gundam as seen in the television series, Movies and OVAs

Mobile Suit Gundam :

This TV series, that ran in 1979, was composed of 43 half hour segments and introduced the concept of space colonization, and the horrible war that followed.

SERIES BACKGROUND : Several decades into the future, Earth's population has been growing so fast, that millions were forced out into space to construct and live on huge hollow cylindrical colonies, or hollowed out asteroids. Soon a large network of these colonies were established between the Earth and the Moon. As with the British colonies in history, these colonies formed their own government and ideologies which differed from that of the Earth's. Many years later this difference began to escalate, and the colonies wanted their independence from the Earth Federation government who on the other hand wanted to hold on to its' control over the colonies. At about this time, Zion Daikun emerged as a popular leader of one of the colonies, but was assassinated by Degin Zabi who declared the colony to be the new empire of Zion, and made himself the Duke. Zion then launched a massive campaign to get independence for the colonies from the Earth Federation. The Zion empire grew until it had many of the colonies, as well as portions of Earth under its rule. The empire of Zion in the year 0079 declared (Universal Century date) its' independence from Earth, a move that would start the devastating One Year War.

Continued on page 11

TOONDAY FUNNIES

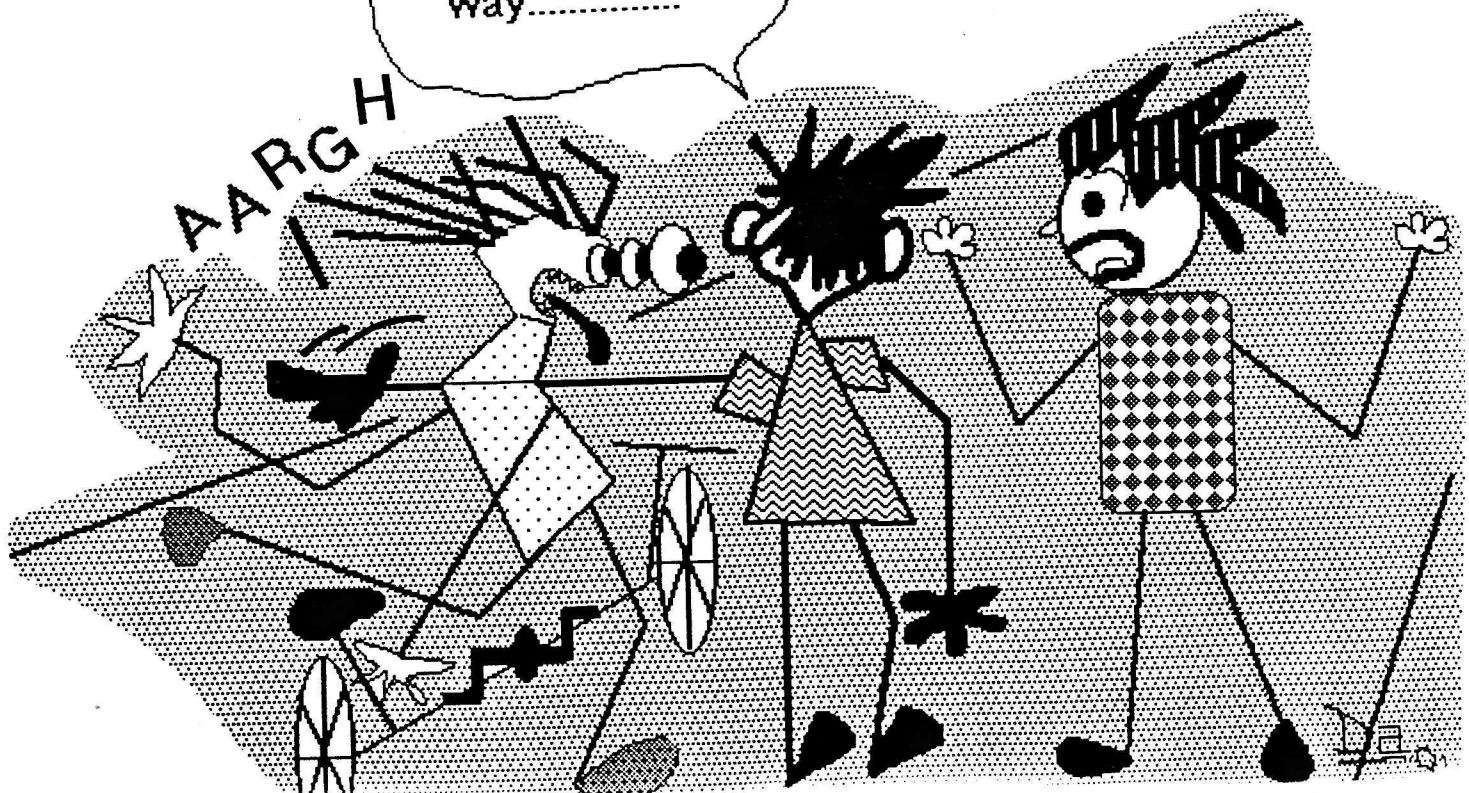


I LOVE SHORT HAIR
ON A WOMAN ...

SPY

I Think
They Went **That**
Way.....

AARGH





INTRODUCTION to BUBBLE GUM CRISIS

by Ben Koshy



MegaTokyo, 2032. Tokyo is under reconstruction after a devastating earthquake that leveled most of central Japan. Under the direction and financing of the super-conglomerate *GENOM*, Tokyo is rapidly becoming the city it once was.

On the surface *GENOM* is seen as the saviour of Japan: Consolidating industry, creating jobs, and providing a strong economic base for Japan to rebuild. However, underneath the benevolent surface of *GENOM* lies their secret and final agenda.

GENOM has created a new type of lifeform to achieve its goals. A destructive cyberdroid known as Boomers. Over the last five years Boomer terrorism and 'malfunctions' have increased exponentially. The applications of Boomers went from serving tools to terrifying military weapons. *GENOM* denies any link with the apparent 'malfunctions' and improper use of Boomer technology. To combat this new type of threat, the **Advanced Police (ADP)** was formed. Despite their success with dealing with early prototypes of Boomers, the ADPolice gained a bad reputation amongst the majority of the population. They have a bad habit of causing more damage than the renegade Boomers. They did not have the budget nor could they keep up with the rapidly advancing technology of the Boomers.

Enter the ***Knight Sabers***. A mysterious group of vigilantes shortly appeared after Boomer technology had reached almost unmanageable proportions. The Knight Sabers came with incredible compact fighting weaponry and hardware. They take assignments brought to them by people who are victims of, or fear, Boomer attack.

The Knight Sabers consist of four young women:

Priss: She is a rock singer while she is not bashing Boomers. She is cited as the combat leader of the Knight Sabers due to the heavy weaponry her suit contains. Her suit comes equipped with an automatic machine gun on her right arm. Also on the right arm is a quadruple needle gun which can shoot deadly needle-like projectiles. Priss' suit can also combine with her motoslave (a transformable robot/motorcycle) to add extra power and abilities to her suit. She has a grudge against the ADPolice because they closed a case regarding her boyfriend's murder.



Sylia Stingray: Sylia operates a lingerie store, 'The Silky Doll', in her off time as a Knight Saber. It was her father's fortune and technology that allowed her to develop the technology to build the 'hardsuits' for the Knight Sabers. She has a personal vendetta against *GENOM* because she knows *GENOM* had her father killed after he created the Boomer technology. Sylia owns and manages the Knight Sabers. Her hardsuit is equipped with a flight pack, a laser sword, and a palm bomb contact system. Her suit is second only to Priss' suit.

Linna Yamazaki: Linna is an aerobics instructor while she's not crushing *GENOM*'s lackeys. She excels in hand to hand combat. Her hardsuit is equipped with a flight pack, knuckle bombers (similar to the Sylia's Palm Bombers...) and a laser gun. She also has razor sharp ribbon cutters attached to her helmet. If used properly, the ribbons can slice cleanly through metal!



THE KNIGHT SABERS
IN HARDSUITS

SCATTERED INFO

DIMA SHAFIQ

MEL BLANC IN HIS LAST PUBLIC APPEARANCE

"A guy talked like porky pig. And he was walking down the street with a friend of his. They walked along and he said, 'D-d-d-did you see that g-g-g-g-' The other guy said, 'Did I see what?' He said, 'That gi-g-gi-g, too late, she's gone. They walked along a little further and he said, 'Did you see that g-gir-gir-'. The other guy said 'Did I see what', He said, 'Too late, she's gone too'. They went along a little further, he started again... 'Did you see that...' The other guy said, 'Yes, I saw that! Then he said, 'Th-th-then how come you stepped in it?'"

(Animation Magazine . 1989/1990)

CHARACTER DECISIONS AT DISNEY

The villainous sea witch "Ursula" in The Little Mermaid was to be based on Joan Collins' nasty character in the tv series Dynasty. When co-writer and director John Musker saw a caricature done by animator Rob Minkoff, he changed his mind. The cartoon was of the late Divine, A drag actor (from Pink Flamingos). Musker felt the look had the right creepiness needed for the character. (The mohawk hairstyle was vetoed to be too extreme)

(Animation Magazine . 89 / 90)

BUGS INFO

- Bugs Bunny has starred in more than 160 theatrical cartoons. He has not been absent from television a single day over the past 30 years.
- His name came from one of his early creators, Ben "Bugs" Hardaway. Other Warner cartoon animators began to refer to the Hardaway sketches as "Bugs' Bunny". The apostrophe was later dropped and the name stuck.

(Animation Magazine . 89 / 90)

ANIMATION TRAINING IN CANADA

- | | |
|---|--|
| - Concordia University
(Montreal / QUE) | - Sheridan College of Applied
Arts & Technology
(Oakville / ONT) |
| - Ecole De L'ordinateur
(Montreal / QUE) | - Universite De Montreal
(Montreal / QUE) |
| - Emily Carr College of Art
& Design. (Vancouver / BC) | - Universite Laval, Ecole Des
Arts Visuels (Ste-Foy / QUE) |
| - Nova Scotia College of Art
& Design (Halifax / NS) | |

(Animation Industry Directory . 90)



MAKE UP - ARTIST





Project A-ko 2:Duo Disc Review

by Warren Frey

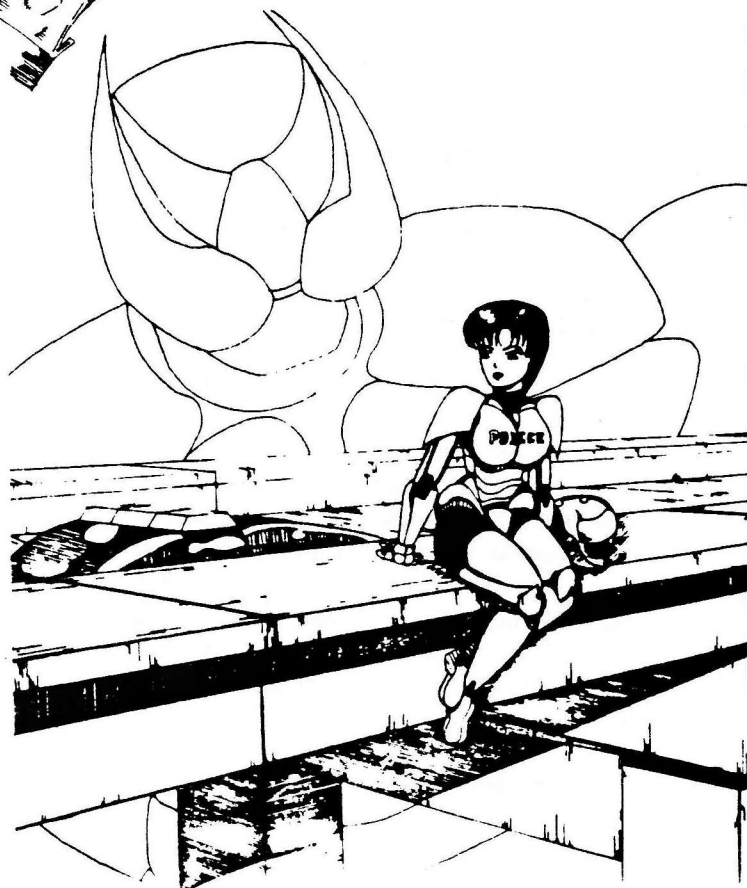
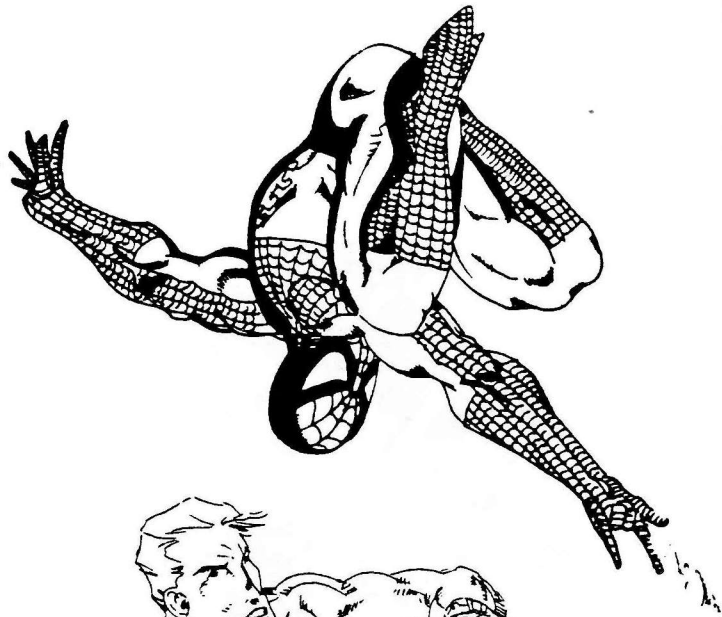
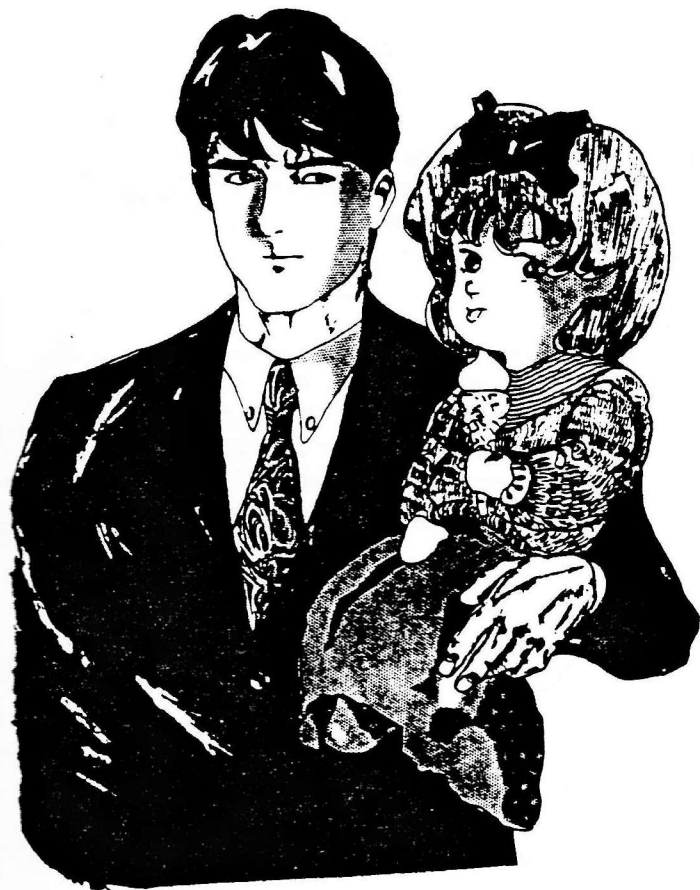
Before I begin this review, let me make a couple of things about Japanese animation and Project A-ko in particular clear. A-ko, and a good 90% of other Japanimation (or anime) available to the public is intended for a Japanese audience, and thus is in Japanese. One would think that this would cause a lack of enjoyment on the part of the viewer, but in fact I've found just the opposite. You can get the general gist of what's going on fairly easily in most anime, and A-ko 2 is no exception. As for Project A-ko itself, there are a couple of things that you need to know about this film for it to make some semblance of sense. The story revolves around three girls, A-ko, B-ko, and C-ko. There are hints that A-ko is the daughter of Superman and Wonder Woman, having some super-powers, such as great strength and great speed. B-ko hates A-ko, because she is friends with C-ko. Everybody in this production loves C-ko; the fact that she is the singularly most annoying character in all anime seems not to enter into their adoration of her. With that out of the way, I'll get on with the review.

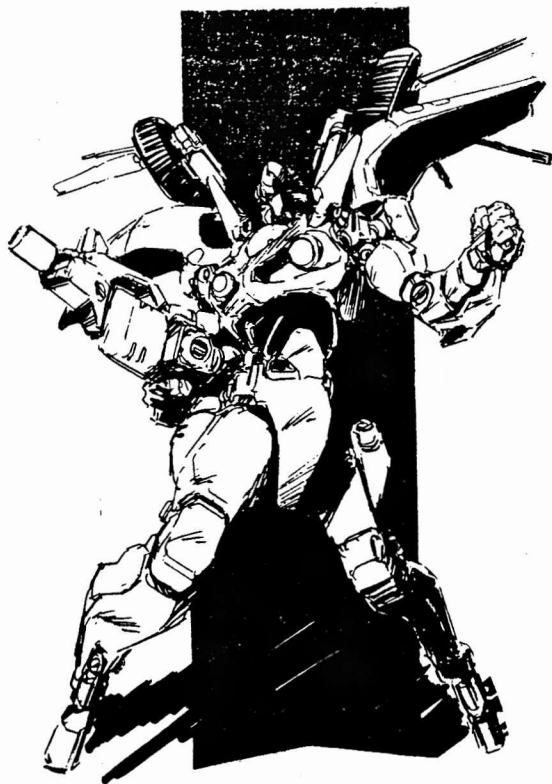
The plot of Project A-ko 2 (as near as I can tell) revolves around the plotting of the financial group Daitokuji for the usual things that evil corporations seem to go for: power, wealth, low interest rates etc. The head of the Daitokuji is B-ko's father, who has the quite amusing tendency to laugh insanely whenever anything seems to go his way. Interspersed with this malevolence are scenes of A-ko and C-ko living life in a normal everyday way. For some odd reason, spies seem to be following A-ko and C-ko around everywhere they go, resulting in an amusing incident about halfway through the film, where literally thousands of spies confront the two girls, then proceed to beat each other up when they discover that each spy has a counterpart from an enemy agency. The film winds up in the typical A-ko style, with lots of over the top violence, mecha battles and sight gags. Along the way, several jabs are made at other anime features, such as the appearance of two women looking remarkably like Kei and Yuri (the Dirty Pair, ed - but that's different story...) as well as a segment which has to be some sort of swipe at Gatchaman (G-Force/Battle of the Planets).

Besides the film itself, the disc utilizes the technology of the laserdisc to it's fullest by putting the actual soundtrack of the film on the analog track, and putting 7 songs on the digital track of each side of the disc. Thus, one can either watch the film, or turn off the tv and listen to the music. The music itself is pretty much standard Japanese pop. In other words, it's pleasant, but it isn't a bold new statement in music either.

Overall, I would give the disc a 3 out of 4 in terms of quality. While not as good as the original Project A-ko or Project A-ko 4, the disc is by no means disappointing and has the neat added feature of the second soundtrack. For anyone just getting into anime, I would recommend this or any of the other A-ko films as a good starting point.

CLUB GALLERY





DD/J1 FROM BGC 5

Nene Romanova: Nene is an ADPolice dispatcher and that makes her a valuable source of information as well as a source of humour in the Bubble Gum Crisis Quad. Her suit has limited weaponry as she carries important sensor equipment and communications capabilities for the Knight Sabers. Nene's computer programming knowledge is indispensable and she is a vital part of the Knight Sabers. Her hardsuit also has flight capability.

The Bubble Gum Crisis series originally was planned to have 13 episodes. Recent developments on the series reveal that Artmic studios (creators) have decided to change the name of the next 3 episodes to Bubble Gum Crash 1-3. The character designs are still based on the Sonoda Kenichi originals. It is unclear whether he will continue providing character designs for the new series. They also revealed that they are slightly changing the focus of the enemy from Genom to Ralgo who appeared in Episode 6 as a Super Boomer. Episode 8, just recently released, is the last of the Bubble Gum Crisis series. The new series will begin in May.



Current Bubble Gum Crisis OVAs available:

Bubble Gum Crisis 1
Bubble Gum Crisis 2: Born to Kill
Bubble Gum Crisis 3: Blowup
Bubble Gum Crisis 4: Revenge Road
Bubble Gum Crisis 5: Moonlight Rambler
Bubble Gum Crisis 6: Red Eyes
Bubble Gum Crisis 7: Double Vision
Bubble Gum Crisis 8: Scoop Chase
Bubble Gum Crisis Hurricane Live 2032
Bubble Gum Crisis Hurricane Live 2033

The Bubble Gum Crisis series is well animated; the animation quality increasing with each episode. The characterization is well done and it proves to be an excellent series and comes with high recommendation from this fan. We can only hope that someday that there will be a group like the Knight Sabers who can rid this world of evil and bring justice to a cruel world...

(ed - Hmmph. That's a good line!)



PRISS



SYLIA



LINNA



NENE

Continued from page 3

This war also introduced us to the mobile suits (Human controlled large robots) that had evolved from the suit machinery used in the construction of the colonies. Also introduced was the next stage in mans evolution. This new generation of humans were referred to as "New Types", who had greatly expanded sensory perceptions and could sense objects and one another from great distances. As a result, it was found that New Types made far more superior pilots of the large suits rather than ordinary humans.

It is the One Year War that Mobile Suit Gundam centers around.

Characters:

There were a huge assortment of characters that were introduced in Mobile Suit Gundam. Many lived through the war, while others were killed in the horrible and fierce fighting. The main characters of which the series centered around are:

Amuro Ray : The central 16 year old character who becomes one of the heroes of the One Year War by piloting the new Earth Federation Mobile suit RX-78 Gundam (The first of many Gundam suits). As the series progresses, it is discovered that Amuro is a very powerful New Type.

Char Aznable : The son of Zion Dakun, who was secretly taken away when his father was assassinated by Degin Zabi. He has ever since then become one of the most legendary Zion mobile suit pilots referred to as "The Red Comet". His ultimate goal is to take revenge of his father's death by killing the Zabi family. It should also be mentioned that Char Aznable has become one of the most popular character with fans.

Bright Noah : Forced to become the Commander of White Base (the large Earth Federation mobile suit attack carrier on which the story takes place) at the age of 19, when the ships captain is seriously injured.

Sayla Mass : Char's sister who fights



CHAR

on the side of the Earth Federation.

Frau Bow : Amuro's life long friend.

Degin Zabi : Dictator of the Zion empire.

Giren Zabi : Eldest son of Degin Zabi, and chief advisor to his father.

Kishira Zabi : Daughter of Degin Zabi, in charge of all Earth assault forces.

SERIES REVIEW:

Although this writer has never seen the original series, it has since then been retold in three movies that came out in 1981-82. The movies themselves are very well done and truly portray the horrible consequences of war through the well developed characters, demonstrating why Mobile Suit Gundam is so popular. If you have not seen the movies or the TV series, I would recommend to locate someone who has copies, and to take a look. There was also an excellent story synopsis covering the movies done in the magazine "Animag", issue #1, which is a great help in understanding Mobile Suit Gundam.

Next issue: Z Gundam & ZZ Gundam

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IF YOU ARE INTERESTED IN ANIMATION, JAPANIMATION, SERIOUS
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Also, you will be automatically entered into a draw to win a FREE WEEKEND FOR 2 at the convention
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two RESERVED seats at the con, an autographed Color picture of both Mark and of Colm and more.
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NOTE: Above prices include GST, and are in Canadian Funds.
Children under 5 are FREE when accompanied by an adult (1 to 1)
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